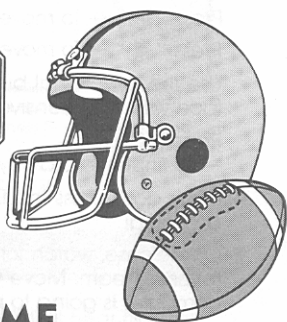


ELECTRONIC**TECMO
BOWL®****LCD VIDEO GAME****1. THE TECMO BOWL STORY**

This is as about as close to real football as you're going to get! You select your own pro team from a list of twelve of the league's best. Then the computer will select one of the remaining teams — and it's off to the trenches!

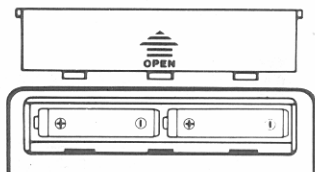
You'll have to have an effective game plan to beat the computer. That means you'll be selecting your own offensive and defensive plays. Just like real football, great play calling is only half the battle. Then you have to execute the play effectively — using your directional buttons to control player movement!

After four quarters of bonecrunching play, who will win — you or the computer? Of the twelve pro teams, which ones will you be able to coach most effectively? These questions will be decided where all good football questions are ultimately decided — down on the field!

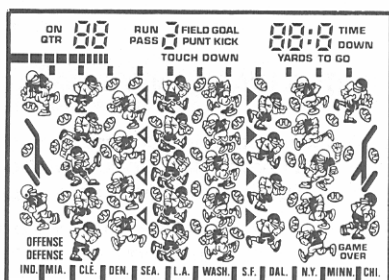
2. INSERTING THE BATTERIES

When the batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two AA batteries, UM-3 or equivalent, making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3. CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



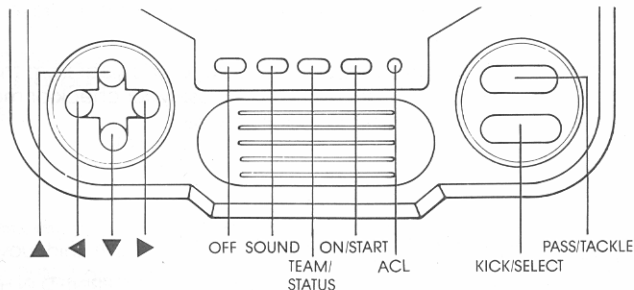
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4. THE OBJECT OF THE GAME

As in real football, the object of the game is to outscore the opposing team over four quarters of bruising, spine-tingling, "in your face" football. Scoring on offense and defending on defense both require smart play selection on your part. Once you've selected each play, you have to execute — using the directional buttons with speed and skill!

5. CONTROL GUIDE



ON/START

- To turn on the game.
- To start the game.

TEAM/STATUS

- To select your team (before the game starts).
- To check status: time remaining/quarter/score.

SOUND

- To turn sound on or off.

OFF

- To turn off the game.

PASS/TACKLE

- To pass (on offense).
- To tackle (on defense).

KICK/SELECT

- To kick (on offense and at 4th down.)
- To select Run $\frac{1}{2}$ or Pass $\frac{1}{2}$ or field goal/punt.

“ ▲ ”

- To move left.

“ ▼ ”

- To move right.

“ ► ”

- To move forwards.

“ ◀ ”

- To move back.

6. FEATURES

- 12 different teams of varying skill levels
- four quarters of bonecrunching football action
- four offensive formations (to run and pass)
- four defensive formations (to tackle)
- kick meter
- status button (time remaining/quarter/score)
- down/yards to go marker
- built-in melody
- sound on/off
- built-in auto power-off timer

7. GAME SUMMARY

You're both coach and player in this fast-paced football-at-it's-best action! You call the plays — both offense and defense! Then you have to execute — running and passing on offense and tackling on defense!

The team you choose will play as effectively as you make it play. If you choose good plays and you execute those plays with precision, then you can turn any team into a champion!

Once you make your team selection, the computer will choose a team! The computer's team will operate on one of four speed levels: slow, medium slow, medium fast, or fast. Each computer team also has an intelligence level (high or low) for both offense and defense.

A team like Indianapolis should be fairly easy for you to beat — they have slow team speed and low intelligence levels on both offense and defense. A team like San Francisco will be much harder to beat — they have fast team speed and high levels of both offense and defense. A team like Cleveland is closer to the middle of the pack — they have just medium fast team speed, high intelligence on offense, but low intelligence on defense.

See the chart below for the skill levels of each of the twelve teams when the computer is their coach. Remember, when you're the coach — a team has unlimited potential!

TEAM	SPEED	INTELLIGENCE	
		OFFENSE	DEFENSE
INDIANAPOLIS	SLOW	LOW	LOW
MIAMI	MEDIUM SLOW	HIGH	LOW
CLEVELAND	MEDIUM FAST	HIGH	LOW
DENVER	MEDIUM FAST	HIGH	HIGH
SEATTLE	MEDIUM FAST	HIGH	HIGH
LOS ANGELES	MEDIUM SLOW	LOW	HIGH
WASHINGTON	FAST	HIGH	HIGH
SAN FRANCISCO	FAST	HIGH	HIGH
DALLAS	SLOW	LOW	LOW
NEW YORK	FAST	HIGH	HIGH
MINNESOTA	SLOW	LOW	LOW
CHICAGO	MEDIUM SLOW	LOW	HIGH

Once both you and the computer have selected your teams, the computer team will kick off to start the game. Your blinking player will catch the ball. Use the directional buttons to run back the kick!

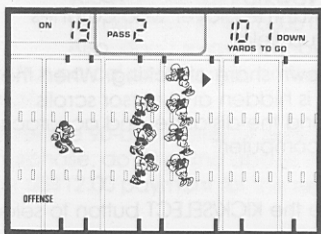
On offense, you have four opportunities to get a first down (10 yard gain). Just as in real football, if you fail to get a first down, the ball automatically shifts to the other team's offense and you have to play defense. On a fourth down play, you can have the choice of going for the first down, punting the ball away, or trying a field goal attempt.

On offense, you have a choice of four formations — two running options (RUN 1 or RUN 2) and two passing options (PASS 1 or PASS 2). Use the directional keys to control the ballcarrier (your blinking player) as he tries to escape being tackled. On a pass play, use the directional buttons as a cursor (cursor appears as an arrow on screen) to select the path of the ball.

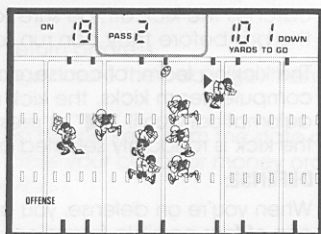
When you're on defense, you have the same four options to choose from (RUN 1, RUN 2, PASS 1, PASS 2). Except now when you choose a formation, it's protection against the offense running that kind of play. (If you think the computer is going to choose to pass, then choose PASS 1 or PASS 2 as your defensive alignment. If you think the computer will keep the ball on the ground, choose RUN 1 or RUN 2 as your defense.)

As the computer team runs its offensive play, you must react on defense: Move your directional buttons to catch up to the player with the ball! When your defensive player is face-to-face with the offensive ballcarrier, press the TACKLE button! If you don't press the TACKLE button, the offensive player can escape!

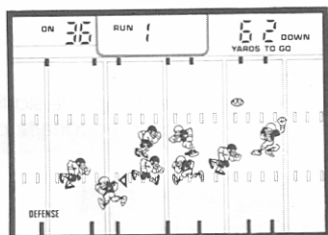
If the defense can't get a first down in four plays, you automatically take over again on offense — just like the pros do it. There are 15 "game minutes" to each quarter. To start the 3rd quarter, you will kick off to the computer team — since the computer team kicked off to you at the beginning of the 1st quarter. Whenever a team scores a touchdown, the scoring team will then kick for the "extra point". After the extra point try, the team that scored will then kick off to the opponent and play action is resumed!



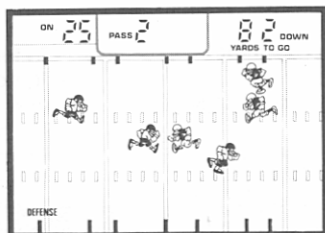
When you're on offense and select a PASS play, move the cursor (arrow) to fit your formation.



Then after the play starts, wait until your receiver moves to the cursor position. Then press PASS!



When you're on defense, watch for the cursor (arrow) position of the computer (offense) team. Move your blinking player to that cursor position. If the computer is going to pass the ball, this is where the pass will be thrown!



When you're on defense, and the computer (offense) team is running the ball, move your blinking player back first before you go for the tackle. You've got to be fast!

8. HOW TO PLAY

Press the "ON/START" button to turn on the game. You'll hear an "On" beep.

The display will show the default team (IND). If you don't want Indianapolis as your team, press the TEAM button to select one of the other eleven teams.

Once you've settled on the team of your choice, press the "ON/START" button again to start the game! The computer will then randomly select its team and both your team and the computer's team are displayed for about two seconds. You'll hear a "Game Start" tune and the game will begin!

You will begin on offense. (Your offense indicator will turn on.) The computer team will kick off from their own 35 yard line. The field marker will show "35" and "ON" indicator will be displayed.

The screen will scroll to show the path of the kick off. When the ball reaches the center line on the screen, use the DIRECTIONAL BUTTONS to reach the ball and catch it. Then continue using the DIRECTIONAL BUTTONS to run up the field, gaining yardage and staying out of the way of would-be tacklers. Once you're tackled, the field position marker will show you your field position.

Play proceeds like real football. You have four tries to make a first down (10 yard gain). If you can't make a first down, then the ball turns over to the computer team and you have to play defense. If the computer team fails to get a first down, then you go back on offense.

There are four 15 minute quarters. Since the computer team kicked off to you to start the game, you will kick off to the computer team to start the 3rd quarter.

OFFENSE:

When you're on offense, use the KICK/SELECT button to select one of four possible formations:

RUN 1 RUN 2 PASS 1 PASS 2

RUNNING:

Use the SELECT/KICK button to select either RUN 1 or RUN 2.

Press the "◀" button to hike the ball to your quarterback. On running plays, he's your ballcarrier!

Now use your directional buttons to run down the field!

Use "▲" to move left,

Use "▼" to move right,

Use "▶" to move forward,

Use "◀" to move backward.

PASSING:

Use the SELECT/KICK button to select either PASS 1 or PASS 2.

Use the "▲" and "▼" button to move the cursor up or down to select the target for passing.

Then press the "◀" button to hike the ball to your quarterback — and the play is on!

Press PASS to go for the completion!

If you are selecting a PASS play, you are not allowed to move the quarterback. If you do, then the pass will not be allowed — and you are forced to run the ball!

Whether you choose a run or a pass, have your ballcarrier advance the ball until he's tackled!

KICKING:

Kicking is a vital part of football at its best!

On 4th down, you can choose to go for the 1st down with either a run or pass, or you can kick — attempting a field goal or a punt!

After you select to KICK, the distance and accuracy of your kick will be determined by the kick meter and the cursor. The kick meter and cursor will scroll automatically. When they are at their fullest, then press the "◀" key!

Press KICK to go for the completion!

If you are selecting a PUNT or a FIELD GOAL TRY, you are not to move a player. If you do, then the kick will not be allowed — and you are forced to run the ball!

At attempted FIELD GOAL can be tried if you are within 40 yards of your opponent's goal line. If your field goal is good, then you score 3 POINTS.

Then you will kick off from your own 35 yard line.

If your field goal attempt is wide, then your opponent will restart play from their own 20 yard line.

On a PUNT (a kick outside the opponent's 40 yard line), you use the same technique — watching for the kick meter and cursor to scroll automatically and then pressing "◀" when they are at their fullest point.

If the opposing team catches the punt, then the player catching the punt becomes the ballcarrier. The ballcarrier will then start running up field with the ball. TACKLE THE BALLCARRIER! After you tackle him, your opponent will start his offense at the point of the tackle.

On an EXTRA POINT, there is no kick meter.

You will kick off after each time you score. You will also kick off to begin the 3rd quarter. The kicking technique for a kick off is the same as for a field goal or a punt. Waiting until the kick meter and cursor begin to automatically scroll, then when they are at their fullest, press "kick" to kick off! As in a punt, if the opposing team catches the kick off, be sure to TACKLE the player who catches the ball before they can run too far up field!

The kicking team, of course, does its own share of kicking. When the computer team kicks, the kick meter is hidden and cursor scrolls automatically until "◀" is pressed, and the distance and accuracy of the kick is randomly selected by the computer!

DEFENSE:

When you're on defense, you also use the KICK/SELECT button to select one of four possible formations:

RUN 1 RUN 2 PASS 1 PASS 2

Now, however, you choose the formations to guard against the run or pass. If you think the computer team is going to run the ball, choose RUN 1 or RUN 2 as your defense. If you think the computer is going to

pass, choose PASS 1 or PASS 2.

TACKLING:

On defense, you must tackle the ballcarrier!

Press "▲" — To move left.

Press "▼" — To move right.

Press "▶" — To move forward.

Press "◀" — To move back.

Use the directional buttons above to move a defensive player face to face with the offensive ballcarrier! Now you have to finish the play!

Press TACKLE

— To finish the play by making the tackle!

If you don't press the TACKLE button, the offensive player will keep right on going!

On defense, watch for the cursor (arrow) position of the computer's (offense) team. Move your defensive player to that position. If the computer is going to pass the ball, this is where the pass is going!

If the computer team is running with the ball (screen is scrolling), you should first move back before you try to make the tackle! You have to be quick!

Before any down (offensive or defensive), you can press the STATUS button to see the score and time remaining in the quarter. The score will be displayed for about 1 second along with the quarter of play. Then the display will once again show the down/yards-to-go field position.

At the end of each quarter, a simple tune is played. Press the ON/START button to start the new quarter. The game will always re-start with the same field position as the end of the last quarter (except at halftime when you kick off to start the 3rd quarter).

SCORING:

Touchdown	6 points
Extra point after touchdown	1 point
Field goal	3 points

If a field goal is wide, your opponent will start at their 20 yard line. You kick off from your own 35 yard line after every touchdown or field goal that you score.

Press SOUND to turn off the game's sound. Press SOUND again to regain all the sounds from the field.

After a game over, press the TEAM button to select another team or just press ON/START to start another game with the same two teams!

Press OFF to turn off the game.

If you forget to press the OFF button — don't worry — a referee won't call a penalty on you. There's an automatic shut-off that turns off the game after about 3 minutes!

9. DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out. DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10. 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.